

## ABSTRACT

The objective of the present invention is to provide a game machine, a musical tone generation device, and an information storage medium that make it possible to synchronize reproduced sounds and images, even if faults such as skips in those sounds or images occur during the reproduction of sounds and images that have been recorded on optical disk. When a game computation section (30) in this game machine instructs the reproduction of given sound data that has been recorded on an optical disk, based on the game state, sound data (96) that has been read from an optical disk (90) is reproduced by a sound reproduction section (60) and is output to a sound output section (80). During this time, a synchronization processing section (40) performs processing to obtain synchronization with the reproduced sounds, based on synchronization data that was read in together with the sound data, and instructs the images to be reproduced by an image generation section (50) and also the timing at which images are switched. Since image reproduction is based on instructions from the synchronization processing section (40) in this manner, the images can be reproduced in synchronization with the reproduced sounds.